

Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

1. (currently amended) A method for calculating a licensing fee of digital contents comprising:

a step of distributing digital contents from a center side distribution apparatus to a terminal apparatus via a shop side distribution apparatus;

a step of allowing digital contents capable of being accessed at a limited place to be viewed and listened to during a limited time period, wherein the limited time period includes time elapsed between entering and exiting the limited place;

a step of collecting an audiovisual fee according to the length of said limited time period;

a step of calculating ~~an amount of~~ a total amount of audiovisual times for each of the digital contents viewed and listened to at the terminal apparatus by totaling audiovisual records of digital contents of respective users for a plurality of users and for each of the digital contents; and

a step of calculating a copyright fee in accordance with the calculated total amount of audiovisual times for each of the digital contents viewed and listened to.

2. (previously presented) A method for calculating a licensing fee of digital contents according to claim 1, further comprising a step of making the terminal apparatus recognize the contents of a portable recording medium storing an audiovisual period of viewing and listening digital contents at the terminal apparatus.

3. (previously presented) A method for calculating a licensing fee of digital contents according to claim 1, further comprising a step of recording personal operation history information and personal preference information managed in the terminal apparatus in a portable recording medium.

4. (previously presented) A method for calculating a licensing fee of digital contents according to claim 2, further comprising a step of recording personal operation history information and personal preference information managed in the terminal apparatus in the portable recording medium.

5. (previously presented) A method for calculating a licensing fee of digital contents according to claim 1, further comprising a step of allowing a trial read of digital contents at the terminal apparatus capable of viewing and listening to the digital contents.

6. (previously presented) A method for calculating a licensing fee of digital contents according to claim 2, further comprising a step of allowing a trial read of

digital contents at the terminal apparatus capable of viewing and listening to the digital contents.

7. (previously presented) A method for calculating a licensing fee of digital contents according to claim 3, further comprising a step of allowing a trial read of digital contents at the terminal apparatus capable of viewing and listening to the digital contents.

8. (previously presented) A method for calculating a licensing fee of digital contents according to claim 4, further comprising a step of allowing a trial read of digital contents at the terminal apparatus capable of viewing and listening to the digital contents.

9. (previously presented) A method for calculating a licensing fee of digital contents according to claim 1, further comprising a step of prolonging an audiovisual time of digital contents if an electronic advertisement is viewed and listened to at the terminal apparatus capable of viewing and listening to the digital contents.

10. (previously presented) A method for calculating method a licensing fee of digital contents according to claim 2, further comprising a step of prolonging an audiovisual time of digital contents if an electronic advertisement is viewed and

listened to at the terminal apparatus capable of viewing and listening to the digital contents.

11. (previously presented) A method for calculating a licensing fee of digital contents according to claim 3, further comprising a step of prolonging an audiovisual time of digital contents if an electronic advertisement is viewed and listened to at the terminal apparatus capable of viewing and listening to the digital contents.

12. (previously presented) A method for calculating a licensing fee of digital contents according to claim 4, further comprising a step of prolonging an audiovisual time of digital contents if an electronic advertisement is viewed and listened to at the terminal apparatus capable of viewing and listening to the digital contents.

13. (previously presented) A method for calculating a licensing fee of digital contents according to claim 5, further comprising a step of prolonging an audiovisual time of digital contents if an electronic advertisement is viewed and listened to at the terminal apparatus capable of viewing and listening to the digital contents.

14. (previously presented) A method for calculating a licensing fee of digital contents according to claim 6, further comprising a step of prolonging an audiovisual time of digital contents if an electronic advertisement is viewed and listened to at the terminal apparatus capable of viewing and listening to the digital contents.

15. (previously presented) A method for calculating a licensing fee of digital contents according to claim 7, further comprising a step of prolonging an audiovisual time of digital contents if an electronic advertisement is viewed and listened to at the terminal apparatus capable of viewing and listening to the digital contents.

16. (previously presented) A method for calculating a licensing fee of digital contents according to claim 8, further comprising a step of prolonging an audiovisual time of digital contents if an electronic advertisement is viewed and listened to at the terminal apparatus capable of viewing and listening to the digital contents.

17. (previously presented) A method for calculating a licensing fee of digital contents according to claim 1, further comprising a step of printing a portion or all of digital contents, a step of checking whether the digital contents can be printed, a step of calculating a copyright fee of the printed digital contents, and a step of displaying the calculated result on a display.

18. (previously presented) A method for calculating a licensing fee of digital contents according to claim 2, further comprising a step of printing a portion or all of digital contents, a step of checking whether the digital contents can be printed, a step of calculating a copyright fee of the printed digital contents, and a step of displaying the calculated result on a display.

19. (previously presented) A method for calculating a licensing fee of digital contents according to claim 3, further comprising a step of printing a portion or all of digital contents, a step of checking whether the digital contents can be printed, a step of calculating a copyright fee of the printed digital contents, and a step of displaying the calculated result on a display.

20. (previously presented) A method for calculating a licensing fee of digital contents according to claim 4, further comprising a step of printing a portion or all of digital contents, a step of checking whether the digital contents can be printed, a step of calculating a copyright fee of the printed digital contents, and a step of displaying the calculated result on a display.

21. (previously presented) A method for calculating a licensing fee of digital contents according to claim 5, further comprising a step of printing a portion or all of digital contents, a step of checking whether the digital contents can be printed, a step of calculating a copyright fee of the printed digital contents, and a step of displaying the calculated result on a display.

22. (previously presented) A method for calculating a licensing fee of digital contents according to claim 6, further comprising a step of printing a portion or all of digital contents, a step of checking whether the digital contents can be printed, a

step of calculating a copyright fee of the printed digital contents, and a step of displaying the calculated result on a display.

23. (previously presented) A method for calculating a licensing fee of digital contents according to claim 7, further comprising a step of printing a portion or all of digital contents, a step of checking whether the digital contents can be printed, a step of calculating a copyright fee of the printed digital contents, and a step of displaying the calculated result on a display.

24. (previously presented) A method for calculating a licensing fee of digital contents according to claim 8, further comprising a step of printing a portion or all of digital contents, a step of checking whether the digital contents can be printed, a step of calculating a copyright fee of the printed digital contents, and a step of displaying the calculated result on a display.

25. (previously presented) A method for calculating a licensing fee of digital contents according to claim 9, further comprising a step of printing a portion or all of digital contents, a step of checking whether the digital contents can be printed, a step of calculating a copyright fee of the printed digital contents, and a step of displaying the calculated result on a display.

26. (previously presented) A method for calculating a licensing fee of digital contents according to claim 10, further comprising a step of printing a portion or all of digital contents, a step of checking whether the digital contents can be printed, a step of calculating a copyright fee of the printed digital contents, and a step of displaying the calculated result on a display.

27. (previously presented) A method for calculating a licensing fee of digital contents according to claim 11, further comprising a step of printing a portion or all of digital contents, a step of checking whether the digital contents can be printed, a step of calculating a copyright fee of the printed digital contents, and a step of displaying the calculated result on a display.

28. (previously presented) A method for calculating a licensing fee of digital contents according to claim 12, further comprising a step of printing a portion or all of digital contents, a step of checking whether the digital contents can be printed, a step of calculating a copyright fee of the printed digital contents, and a step of displaying the calculated result on a display.

29. (previously presented) A method for calculating a licensing fee of digital contents according to claim 13, further comprising a step of printing a portion or all of digital contents, a step of checking whether the digital contents can be printed, a

step of calculating a copyright fee of the printed digital contents, and a step of displaying the calculated result on a display.

30. (previously presented) A method for calculating a licensing fee of digital contents according to claim 14, further comprising a step of printing a portion or all of digital contents, a step of checking whether the digital contents can be printed, a step of calculating a copyright fee of the printed digital contents, and a step of displaying the calculated result on a display.

31. (previously presented) A method for calculating a licensing fee of digital contents according to claim 15, further comprising a step of printing a portion or all of digital contents, a step of checking whether the digital contents can be printed, a step of calculating a copyright fee of the printed digital contents, and a step of displaying the calculated result on a display.

32. (previously presented) A method for calculating a licensing fee of digital contents according to claim 16, further comprising a step of printing a portion or all of digital contents, a step of checking whether the digital contents can be printed, a step of calculating a copyright fee of the printed digital contents, and a step of displaying the calculated result on a display.

33. (currently amended) A method for calculating a licensing fee of digital contents comprising:

outputting the digital contents capable of being accessed at a limited place during a limited time period, wherein the limited time period includes time elapsed between entering and exiting the limited place;

collecting an audiovisual fee according to the length of said limited time period;

calculating ~~an a~~ total amount of the audiovisual times for each of the digital contents viewed and listened to; and

calculating a copyright fee in accordance with the calculated amount of the ~~digital contents~~ total amount of audiovisual times.

34. (currently amended) A method for calculating a licensing fee of digital contents comprising:

counting the number of pages displaying digital contents; ~~and~~

calculating a fee in accordance with the number of displayed ~~pages~~ pages;

calculating a total amount of audiovisual times for each of the digital contents;

and

calculating a copyright fee in accordance with the calculated total amount of audiovisual times.

35. (canceled)

36. (currently amended) A system for calculating a licensing fee of digital contents comprising:

means for distributing digital contents from a center side distribution apparatus to a terminal apparatus via a shop side distribution apparatus;

means for allowing digital contents capable of being accessed at a limited place to be viewed and listened during a limited time period, wherein the limited time period includes time elapsed between entering and exiting the limited place;

means for collecting an audiovisual fee according to said limited time period;

means for calculating ~~an~~ a total amount of audiovisual times for each of the digital contents viewed and listened to at the terminal apparatus; and

means for calculating a copyright fee in accordance with the calculated total amount of audiovisual times for each of the digital contents.

37. (currently amended) A computer readable recording medium storing a program for calculating ~~licensing~~ a licensing fee of digital contents, the program comprising the steps of:

distributing digital contents from a center side distribution apparatus to a terminal apparatus via a shop side distribution apparatus;

allowing digital contents capable of being accessed at a limited place to be viewed and listened to during a limited time period, wherein the limited time period includes time elapsed between entering and exiting the limited place;

collecting an audiovisual fee according to the length of said limited time period;

calculating ~~an~~ a total amount of audiovisual times for each of the digital contents viewed and listened to at the terminal apparatus; and

calculating a copyright fee in accordance with the calculated total amount of digital contents.

38. (new) A method of calculating a licensing fee of digital contents according to claim 1, wherein said total amount of audiovisual times is a number of audiovisual times of identical digital contents.